

WORDS AND PICTURES

COMPUTER TAPES DIVISION...COMPUTER TAPES DIVISION...COMPUTER TAPES DIVISION...COMPUTER

7, Hawthorn Crescent, Burton-on-Trent. DE15 9QP.

RESCUE FROM DEATH'S HEAD HOLE

For ease of loading, we suggest that you first run your tape through your cassette player in fast forward mode, and then rewind, as this helps to align the tape to the heads in your recorder.

To load Rescue From Death's Head Hole, connect the recorder leads as specified in your Dragon 32 manual, and type CLOAD. If an ERROR message results, the recorder's volume is probably set too high. If the tape continues to pass through the heads without loading, a lead may be loose, or the recorder's volume may be set too low. Unless there is a fault in the equipment, the program WILL load - each tape is individually checked before despatch. When the program has loaded, type MOTORON, rewind the tape, and store it in its case away from the magnetic fields generated by a television or loudspeakers. We recommend that you make a fresh recording of the program on your own tape, in case of accidental erasure.

The Plot

Three cavers are lost, deep in different parts of notorious Death's Head Hole. You and your three companions are the members of a newly-formed rescue team. The only assistance which the Mendip Rescue Organisation can offer to you is a partial survey of the pothole's entrance series.

If you've played adventure games before, you're going to find this one is very different. With experience, it can be played extremely fast, as all relevant information - with the exception of a few brief incidental interludes - is constantly displayed on the screen. That's the way it's been designed: you don't have to keep tediously typing out requests for an inventory, haggling in markets, or pressing the spacebar a hundred times to bring a battle to its foregone conclusion. Most of the time, play is controlled by just four keys. But don't be misled by the game's apparent simplicity - it responds to your initiative. Below is little more than a bare introduction: you will never exhaust the subtleties of this adventure, the program's ability to attempt to take advantage of your weaknesses, or to respect your growing skill and experience.

First, you must equip yourselves. If you wish, you may opt for a standard set of kit, until the knowledge you have gained suggests you should try a different combination of items. You are already wearing exposure suits, and have miners' cap lamps. One set of sub-aqua gear contains enough kit for the entire party, and you will have sufficient bottled oxygen for the expedition.

As long as you keep to obvious passages in the cave, your situation and choice of direction - North, South, East or West - will be described. You can, in desperation, try an unexplored route (a direction which is not described) but the mental tension involved will exhaust your fitness more quickly, and the route could be very dangerous. If you press Listen, passages in hearing range will be scanned for sounds of a lost caver, except when you are at the entrance. It is assumed that you take a few minutes' break while you are listening, so your fitness will be debited accordingly, and your lights' batteries will also run down a little more. Your lights and fitness will, in any case, be gradually exhausted. The more effort required to tackle a particular section of passage, the more your fitness will be debited, although your lights will diminish at a fixed rate. When your main lights expire, any spare lamps you have will be substituted automatically, and your fitness, when it is exhausted,

will be partially restored - once again, automatically - by your spare food packs. You will find more food at dumps left in the cave by the Mendip Rescue Organisation. You may also consume a spare food pack at any time, by pressing Food. (As difficulties always seem to multiply when you're exhausted, it could prove beneficial to keep your fitness level as high as possible.) Extra equipment can be found in the Cave of Chasms, deep in the cave.

Your mission is urgent, as heavy rain is causing the stream passages to flood, and the dry passages to become unstable. In the main cave, this results in the dry passages choking with debris, while the unusual geology of the Cave of Chasms causes impassable chasms to form. Sumps - flooded sections of passage - form in the stream sections of the main cave. The sumps can be passed if you have a set of sub-aqua gear, and choked passages can be dug clear with a shovel. If you have this equipment, you need only give a normal instruction to move into the obstacle. Static sumps are filled by drips from the roof, and are too constricted to dive. If you have a bucket, you can bail them, allowing you to crawl through. A pitch is a vertical drop, requiring possession of a ladder; a climb needs a rope. You can, however, attempt to pass any hazard without the correct equipment - at your own risk. Stepping into a chasm is always fatal to every member of the party. In desperation, in remote parts of Death's Head Hole, bear in mind the old timers' tale of a lost cave. According to legend, this is an alternative entrance to Death's Head Hole, which disappeared during a massive cave-in.

While at the entrance, or in the first section of the cave, pressing Points will give you your current score.

To succeed, you must rescue every caver. Of course, we want you to protect your team members as well. But as members of the Mendip Rescue Organisation, they will be prepared to sacrifice themselves.

The television crews are assembled at the entrance and your mother has sold her story to The Sun.

The eyes of the nation are on you.

The best of British luck!